VENTURA

STEAMPUNK HOTEL

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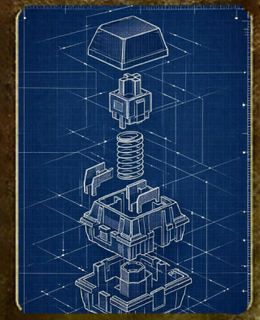


9 Atmosphere

11 Locations

Designer

TÜRKÜ EYLÜL ARSLAN

She was born in Ankara in 2004. She is a third-year student in the Interior Architecture and Environmental Design department at TOBB University of Economics and Technology.

Bioshock

The project's starting point and inspiration comes from Rapture, an underwater utopia isolated from the surface, designed by the character Andrew Ryan in the video game 'Bioshock' in the 1940s. This choice influenced the overall atmosphere, location names, furniture designs, and material types.

The 'steampunk' aesthetic, complemented by the aqua and green tones of the ocean's light, completes the hotel's atmosphere and designs.

Ventura

Ventura, located in Whitby (North Yorkshire), England, is a hotel designed for steampunk enthusiasts.

Inspired by 19th-century industrial steam engines and embracing retro-futuristic aesthetics, Steampunks are also costume designers, creating ornate, fantasy-infused clothing that blends elements of the Victorian era.

Locations:
-Reception
-Plasmid Gift Shop
-Plasmid Bar
-Fort Frolic RPG
-Plasmid Pit
-Kashmir Restaurant
-Mercury Suites

Steampunk

Steampunk is a science fiction subgenre featuring retro-futuristic technology and aesthetics that are distinctly inspired by 19th-century industrial steam-powered machinery and designs. The aesthetics are typically set in an anachronistic Victorian era or a fantastical alternate history version, raising the question of what the world would have looked like if steam power had remained the dominant technology.

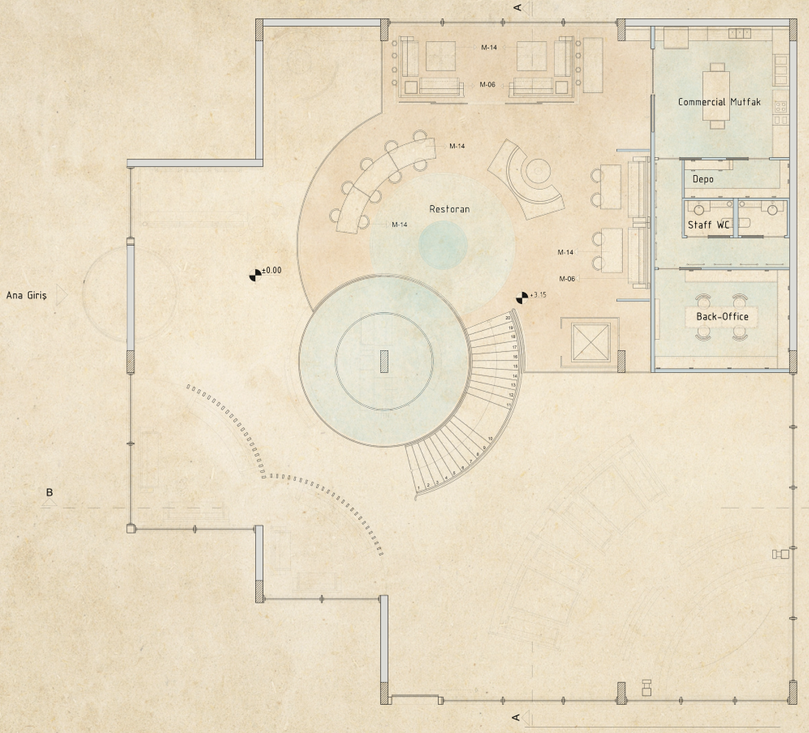
Steampunk's visual style is characterized by a blend of Victorian elegance and industrial functionality.

The aesthetic predominantly features materials such as brass, copper, polished wood, leather, and glass, while avoiding plastics and other modern synthetics.
Key motifs include exposed gears and wheels, analog clocks and dials, steam pipes, boilers, and intricate clock mechanisms.

Plans

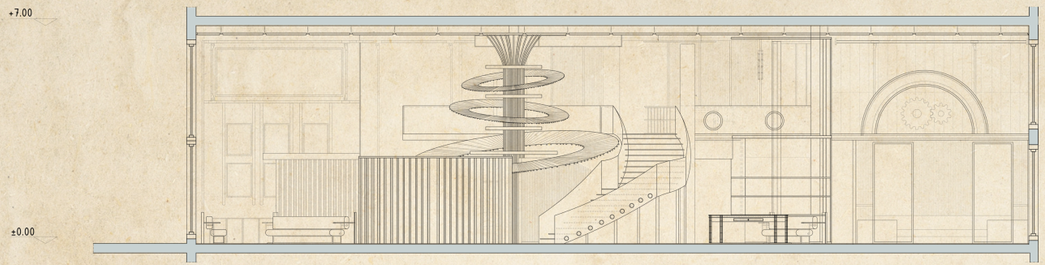
Plans are not to scale

Main Floor Plan

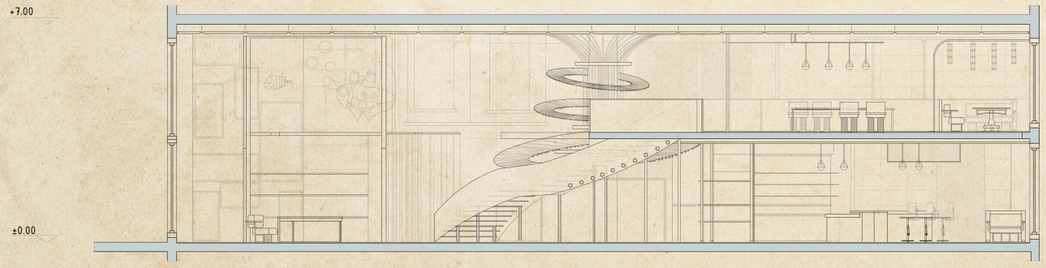


Mezzanine Plan

Sections



Section BB’



Section AA’

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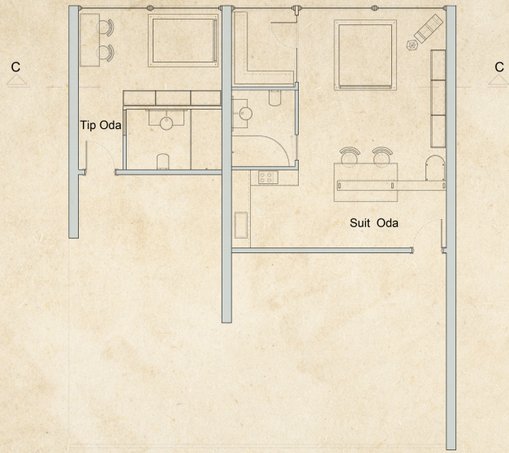
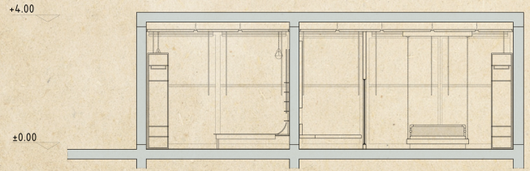


Rooms Plan



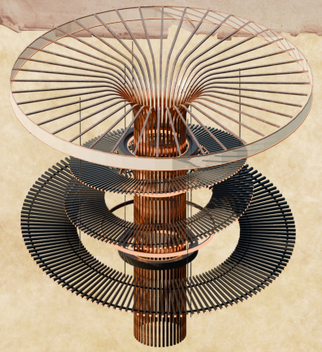
Section CC’

Materials

Resepsiyon

Visitors are greeted by a reception design enhanced by a sculptural lighting element that illuminates the entire space.

Designed as two interconnected circles, the lounge areas are supported by separators that create private spaces using stretch fabric-bonded structures.



Central Light

Lounge

Gift-Shop

Ryan Amusements takes its name from the amusement park in Rapture. Located right next to the entrance, the gift shop sells Steampunk costume pieces and Bioshock posters.

The pipe structure creates a complementary visual effect that circles the space, and is supported by a lighting element attached to the structure.

Steampunk Lamp

Adonis' RPG

Located in the entertainment area, Adonis' RPG tables, where traditional RPG games are played, create an interactive space where visitors can play and socialize in groups with their map compartments and LED lighting.

Plasmid Bar

Jukebox

Gear Stool

Designed exclusively for Plasmid Bar, Gear Stool is inspired by exposed pipes and gears in a steampunk aesthetic. The 'Jukebox' located in the bar area adds to the nostalgic atmosphere.

Plasmid Pit

The conversation area next to the entertainment area is more isolated thanks to stretch fabric panels. For visitors who wish to change costumes during RPG games, a costume room with changing rooms and spare costumes is located in the back.

The side wall of the Plasmid Pit is covered with a Bioshock showcase design. In this area, visitors can learn about the inspiration behind the project and examine Bioshock concept art while touring the hotel.

Circulation

Kashmir Restaurant

Kashmir Restaurant

Adonis' Table

Adonis' Table

Minerva's Chair

Minerva's Couch

Minerva's Couch, used in most areas of the venue, complements the steampunk aesthetic with its aluminum copper-plated details and leather coverings connected to a structure that mimics steel supports.

Adonis' Table is used in the restaurant, plasmid pit, and plasmid bar areas. It features an aluminum copper-plated octagonal base and tabletop design that blends seamlessly with the space.

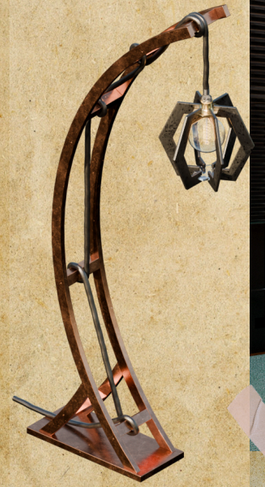
Minerva's Chair is designed in a circular shape, in keeping with the overall geometry, inspired by the protrusions of a gear wheel.

Kashmir Restaurant

Inspired by the pipes of steam engines, ‘Pipe Lights’ are suspended from the ceiling in the restaurant and ‘plasmid pit’ areas. With their green LEDs and light-emitting fabric, they reflect the underwater atmosphere of Rapture through the lighting designs.

Pipe Lights

Steampunk Floor Lamp



Mercury Suites

The Mercury Suites room features a steampunk lamp and closet designs based on the term "revelation."

AMUSEMENTS
PLASMUS

This user is an artist who condemns the use of AI slop